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(54) **MULTI-TOUCH INTERFACE GESTURES  
FOR KEYBOARD AND/OR MOUSE INPUTS**

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(57) **ABSTRACT**

A computing device includes a touch screen displaying a graphical user interface (GUI) and a processing unit programmed to recognize gestures made on the touch screen and execute, in response thereto, a process associated with the gestures. The gestures include at least one of: a tap that causes an animation to be overlaid on the GUI at a location of the tap and, if a cursor is overlaid on the GUI, also causes the cursor to be moved to the location of the tap, a press-and-hold that causes a cursor overlaid on the GUI to be moved to a location of the press-and-hold, a press-and-hold in combination with a tap that causes a mouse right-click command to be executed, a press-and-hold that exceeds a predetermined amount of time in combination with a drag that causes a resizing of the GUI, a simultaneous three-tap that causes a keyboard to be launched and overlaid on the GUI to not obscure the portion of the GUI on top of which the simultaneous three-tap gesture was made, and a two-finger sweep that causes content within the GUI to be scrolled.

(58) **Field of Classification Search**

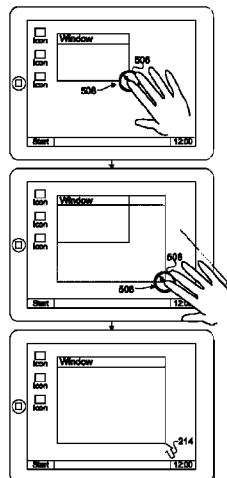
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See application file for complete search history.

**9 Claims, 11 Drawing Sheets**

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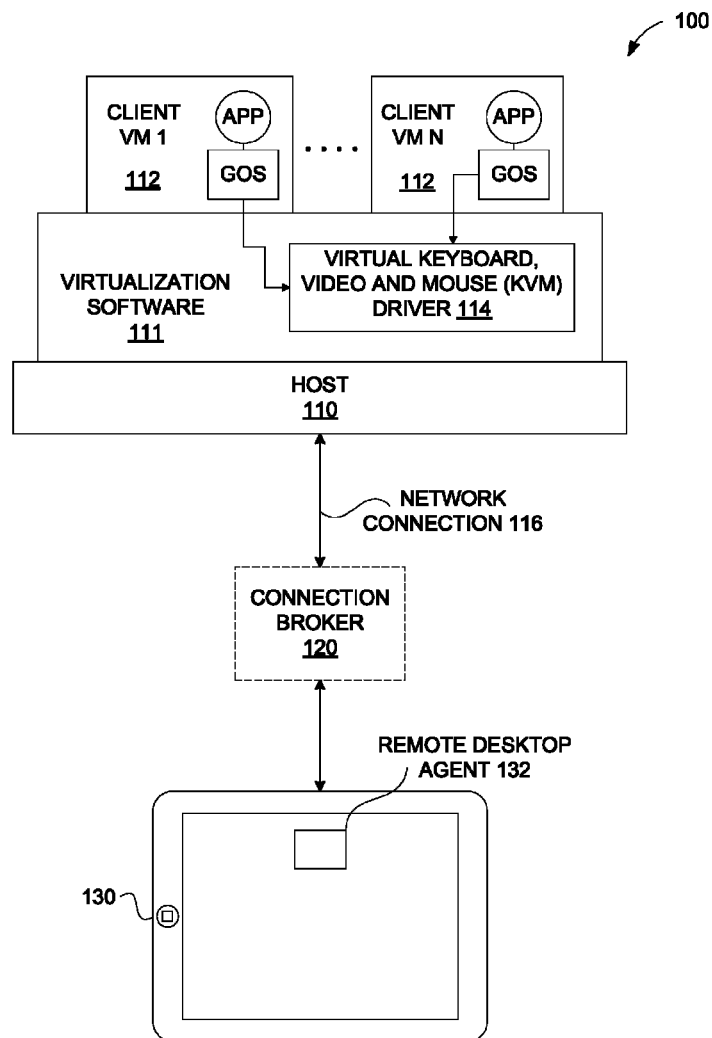
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**Figure 1**

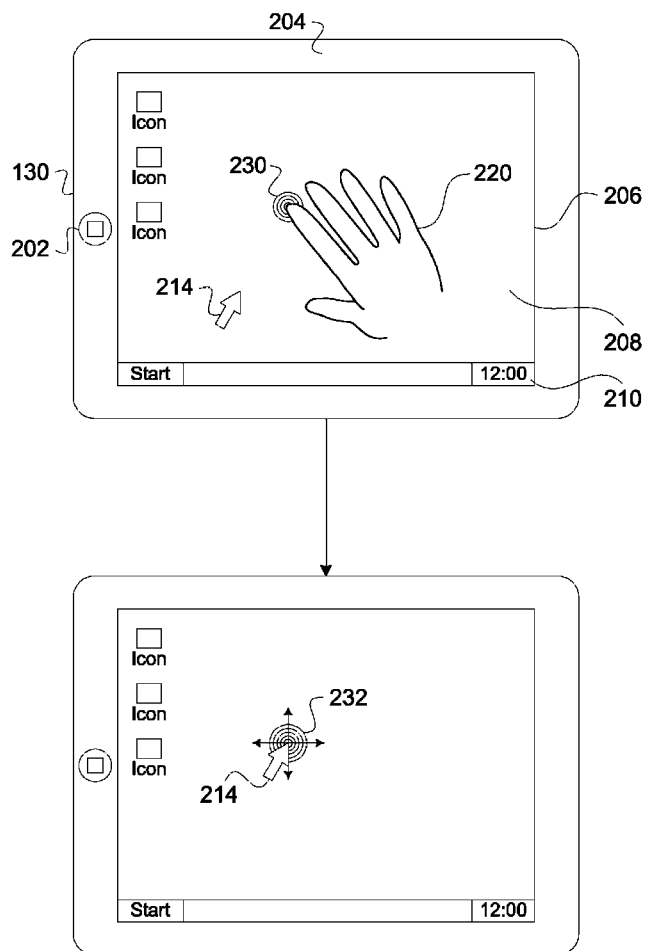


Figure 2

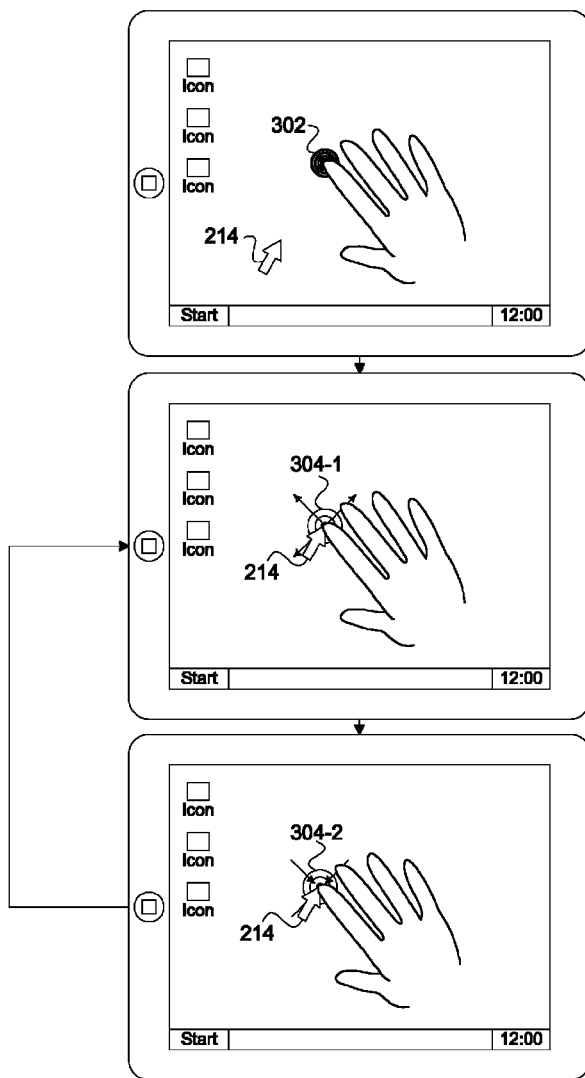


Figure 3

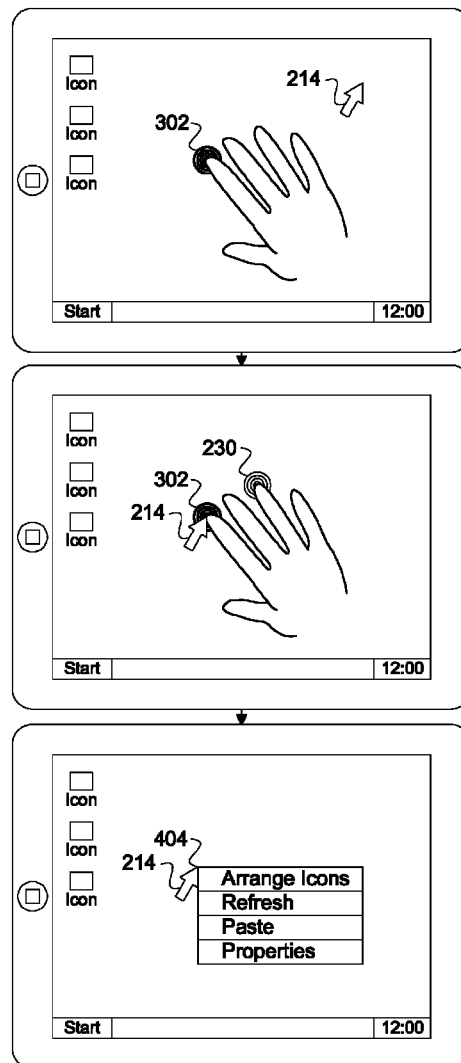


Figure 4

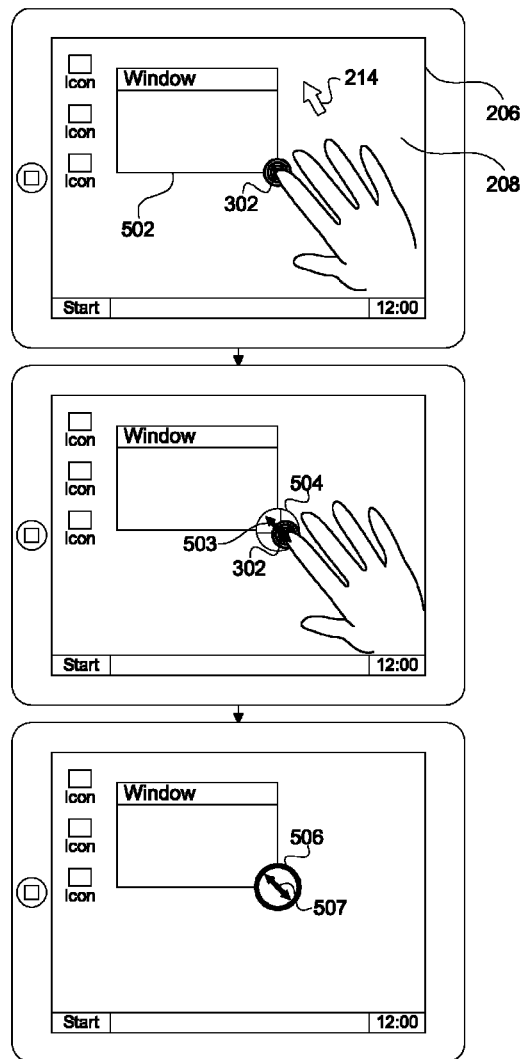


Figure 5A

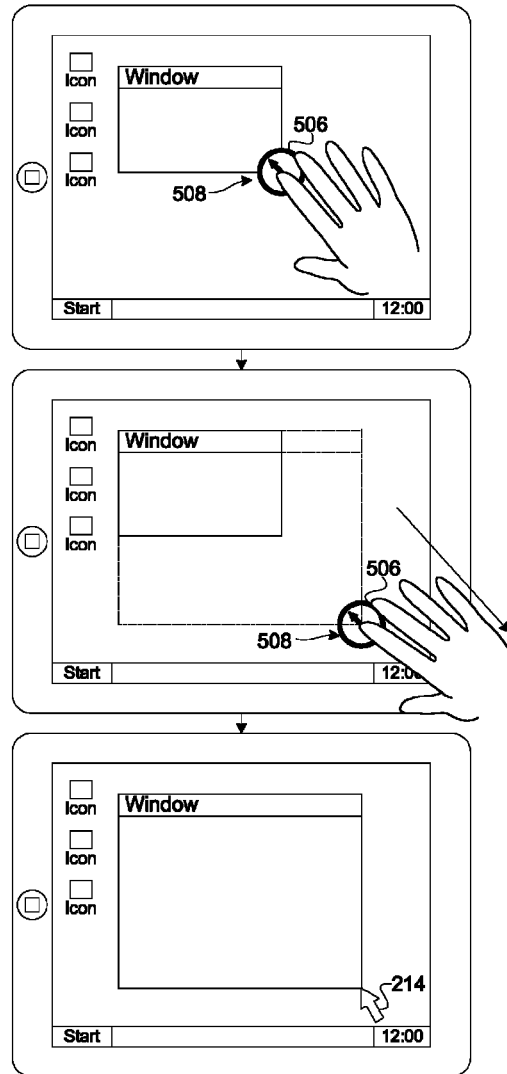


Figure 5B



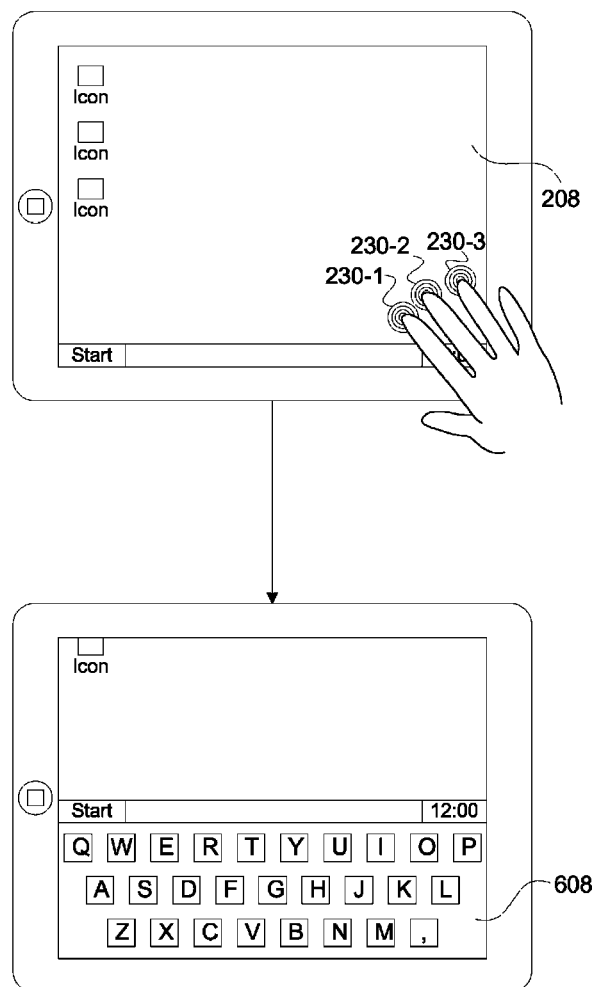


Figure 6

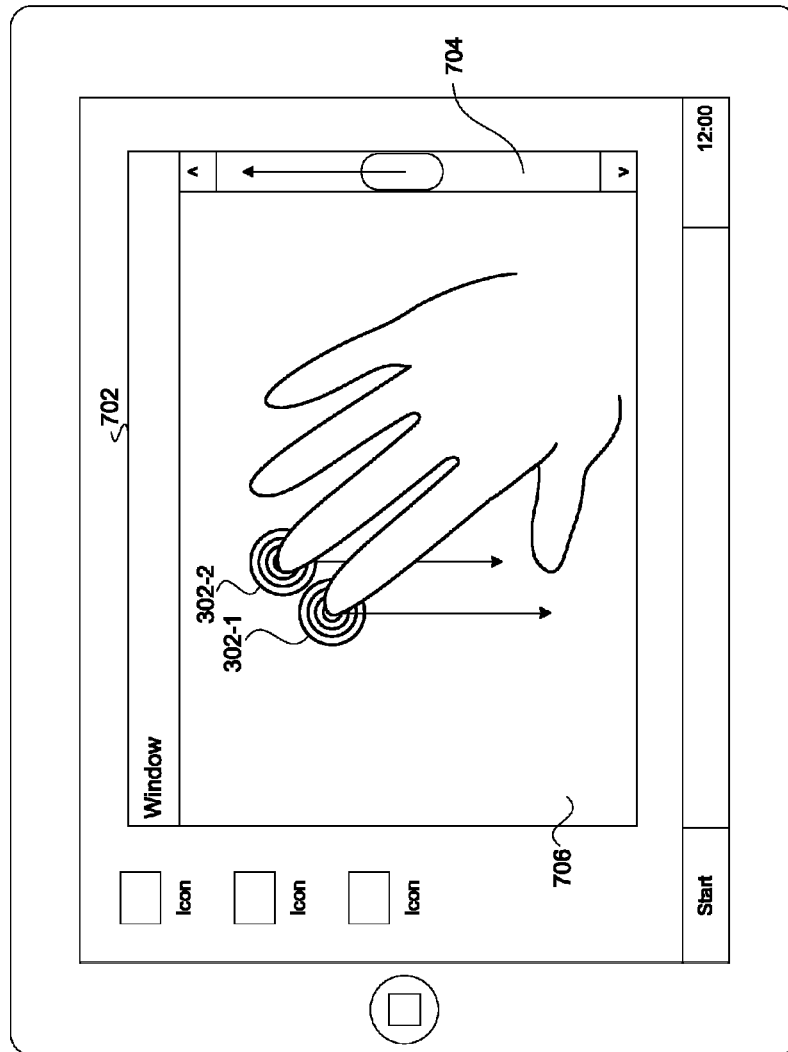


Figure 7

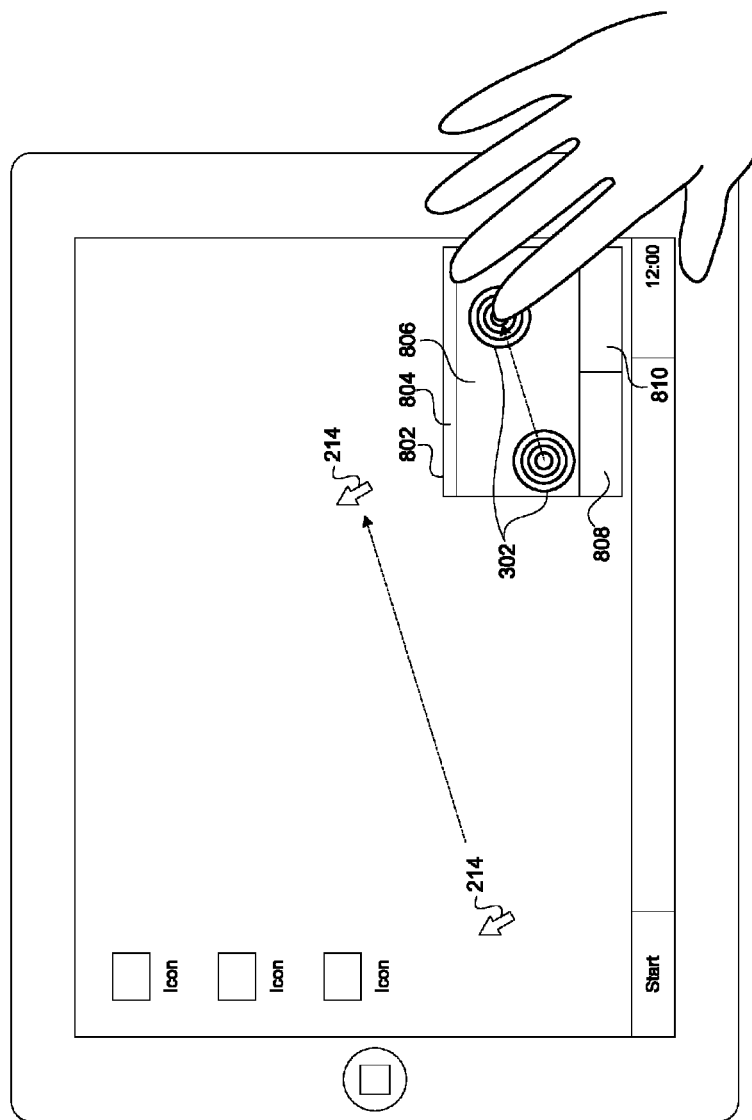


Figure 8

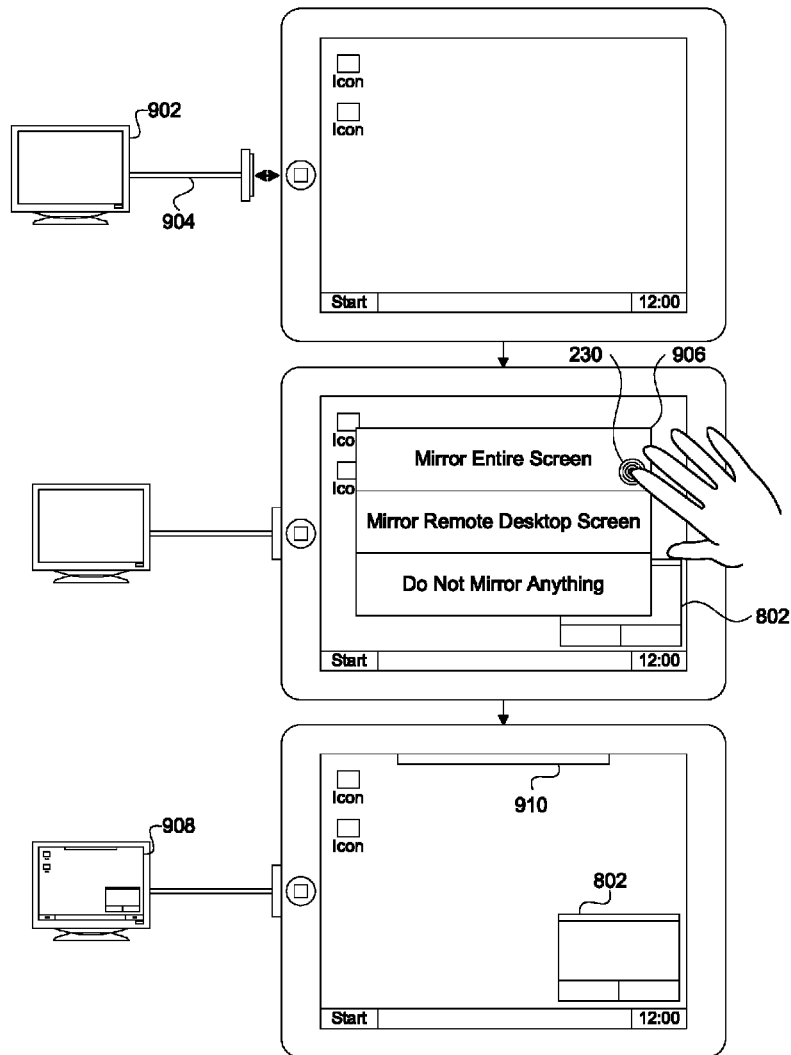
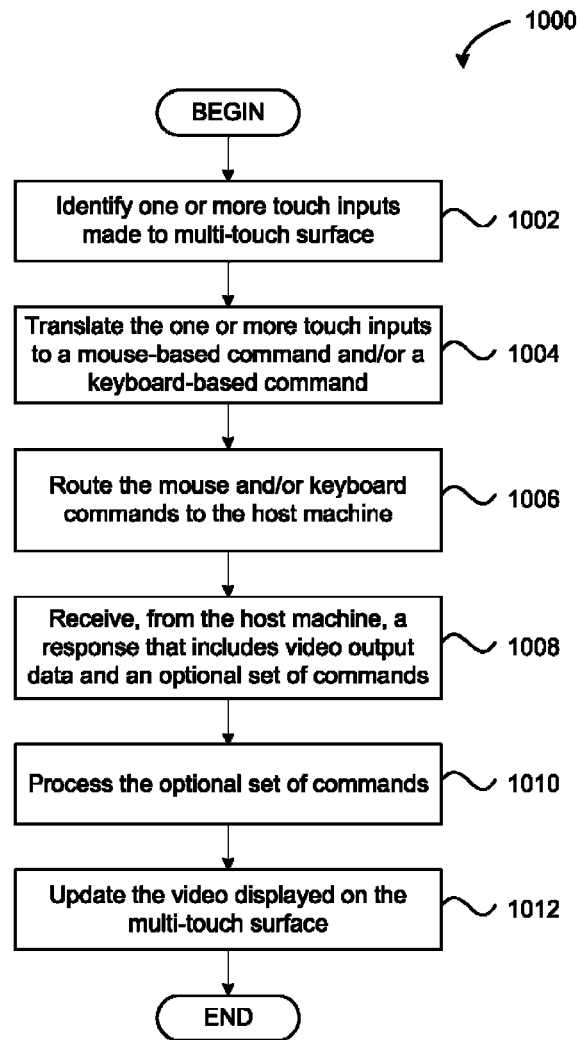


Figure 9

**Figure 10**

## MULTI-TOUCH INTERFACE GESTURES FOR KEYBOARD AND/OR MOUSE INPUTS

### BACKGROUND

Remote desktop connection applications allow a user of a “remote” machine to control a particular “host” machine. This is commonly referred to as a “remoting” session. Typically, the remote machine comprises input/output (IO) hardware that is similar to that of the host machine, such as a keyboard, a mouse, and a monitor. Throughout a remoting session, the video output data at the host machine is routed to the remote machine, where such video data often includes a user interface (UI) of an operating system executing on the host machine. Conversely, user input data received at the remote machine is routed to the host machine, where the host machine interprets the routed input data as if the input data was received locally at the host machine. For example, a user of a remote machine could select, using a mouse of the remote machine, an executable (.exe) file of a software program located in a folder that is displayed within the UI of the host machine. In this example, the mouse input is routed from the remote machine to the host machine, where the mouse input causes the host machine to execute the selected software program. Then, the host machine routes new video data (which displays a UI of the executed software program) back to the remote machine.

Presently, user interfaces (UIs) for software programs are predominantly designed to include UI elements that are easily selectable using mouse and/or keyboard input devices. However, the evolution of computer hardware has introduced several new input devices, including capacitive multi-touch surfaces seen on smartphones and tablet personal computers (PCs). Though these multi-touch surfaces are favorable in many aspects when interacting with multi-touch based UIs (which include large UI elements that are easy to select using one or more fingertips), the same does not apply when interacting with mouse-and-keyboard based UIs.

For example, if a user of a tablet PC connects to a host machine the user navigates the UI by dragging or tapping his or her finger on the multi-touch surface of the tablet PC. As is well-known, a mouse click specifies a particular (x,y) coordinate of the UI on which a cursor associated with the mouse currently lies. In contrast, tapping a finger to a multi-touch surface specifies a plurality of (x,y) coordinates of the UI on which the tap is placed. Thus, to operate a mouse using a finger, approximation of the plurality of (x,y) coordinates into a single (x,y) coordinate is continually required. These approximations lead to frequent input inaccuracies, thereby reducing the overall productivity of the user when conducting remoting sessions.

Several modifications in UI design have been attempted to increase the accuracy of input when conducting remoting sessions. For example, the ability to zoom-in and zoom-out on a UI allows a user to interact more efficiently with any small interface elements included therein. However, these UI techniques require that the user continually zooms-in and zooms-out on the UI, which is time-consuming and leads to a cumbersome remoting experience. Furthermore, the native gesturing that is recognized by tablet PC devices cannot simply be transferred to the host machine as the host machine is not configured to process multi-touch input.

### SUMMARY

One or more embodiments of the present invention provide enhanced techniques for interacting with a mouse-and-

keyboard based UI using a multi-touch surface. It should be recognized that embodiments of the present invention are applicable to any computing environment where a user employs a multi-touch surface to interact with mouse-and-keyboard based UIs, such as a virtual machine running on a tablet PC with a guest operating system that employs mouse-and-keyboard based UIs and a remoting session where the remote server employs mouse-and-keyboard based UIs.

A computing device, according to an embodiment of the present invention, comprises a touch screen displaying a graphical user interface (GUI) and a processing unit programmed to recognize gestures made on the touch screen and execute, in response thereto, a process associated with the gestures. The gestures include at least one of the following: a tap that causes an animation to be overlaid on the GUI at a location of the tap and, if a cursor is overlaid on the GUI, also causes the cursor to be moved to the location of the tap; a press-and-hold that causes a cursor overlaid on the GUI to be moved to a location of the press-and-hold; a press-and-hold in combination with a tap that causes a mouse right-click command to be executed; a press-and-hold that exceeds a predetermined amount of time in combination with a drag that causes a resizing of the GUI; a simultaneous three-tap that causes a keyboard to be launched and overlaid on the GUI to not obscure the portion of the GUI on top of which the simultaneous three-tap gesture was made; and a two-finger sweep that causes content within the GUI to be scrolled.

A computing device, according to another embodiment of the present invention, comprising a touch screen displaying a graphical user interface (GUI), a cursor overlaid on the GUI, a virtual touch pad, and a processing unit programmed to recognize gestures made on the touch screen and execute, in response thereto, a process associated with the gestures. The gestures made on top of virtual touch pad are used to control movements of the cursor within the GUI.

Further embodiments of the present invention include a computing device having a touch screen that interacts with a server for a remoting session. During this session, an image of a user interface generated by the server is displayed on the touch screen and gestures made on the touch screen are processed locally by the computing device.

One or more embodiments of the present invention also provide a multi-display system comprising a first display unit, and a second display unit coupled to the first display unit to supply display signals to the first display unit, the second display unit including a touch screen and a processing unit programmed to recognize gestures made on the touch screen and execute a process associated with the gestures to launch UI elements to be displayed on the touch screen of the second display unit but not on the first display unit.

### BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a conceptual diagram 100 of a remoting session that shows by way of example a host machine connected through a network to a remote machine.

FIG. 2 is a conceptual diagram of a method for enhancing the feedback of a mouse click made using a multi-touch surface, according to one embodiment of the invention.

FIG. 3 is a conceptual diagram of a method for enhancing the feedback of a mouse left-click-and-hold made using a multi-touch surface, according to one embodiment of the invention.

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FIG. 4 is a conceptual diagram of a method for establishing a mouse right-click using a multi-touch surface, according to one embodiment of the invention.

FIGS. 5A and 5B are conceptual diagrams of a method for resizing a UI window using a multi-touch surface, according to one embodiment of the invention.

FIG. 6 is a conceptual diagram of a method for maintaining visibility of a UI when auxiliary UI elements are overlaid onto the UI, according to one embodiment of the present invention.

FIG. 7 is a conceptual diagram of a method for scrolling content of a UI window using a multi-touch surface 206, according to one embodiment of the present invention.

FIG. 8 is a conceptual diagram of a method for controlling a mouse using a virtual touch pad, according to one embodiment of the present invention.

FIG. 9 is a conceptual diagram of a method for controlling video output of a remoting session to an external monitor, according to one embodiment of the invention.

FIG. 10 is a flow diagram of method steps 1000 for transmitting and receiving remoting data between a multi-touch based remote machine and a mouse-and-keyboard based host machine, according to one embodiment of the present invention.

#### DETAILED DESCRIPTION

In the following description, numerous specific details are set forth in order to provide a thorough understanding of the present invention. However, it will be apparent to one skilled in the art that the present invention may be practiced without some of these specific details. In other instances, well known process operations and implementation details have not been described in detail in order to avoid unnecessarily obscuring the invention.

FIG. 1 is a conceptual diagram 100 of a remoting session that shows by way of example a host machine 110 connected through a network 116 to a remote machine 130, according to one or more embodiments of the present invention. The host machine 110 may comprise a general purpose computer system having one or more applications, virtual machines, or other entities. In one embodiment, the host machine 110 comprises a virtualized computer system wherein each client 112 is a virtual machine (VM) implemented by virtualization software 111, or a component thereof. Virtualization software 111 may be implemented as one or more layers of software logically interposed between and interfacing with clients 112 as physical hardware of host machine 110. In one embodiment, virtualization software 111 comprises a virtualization kernel (not shown) for managing physical resources and a virtual machine monitor (VMM) (not shown) for each client 112 for emulating virtual hardware and devices with which software within client 112 interacts. In another embodiment, virtualization software includes a host operating system (not shown) for managing physical resources. These other virtualization configurations are well known in the field of computer virtualization. Any number N of clients 112 may execute concurrently on host machine 110 using virtualization software 111, the number N being limited only by physical resources such as memory and processing bandwidth. A virtual keyboard, video and mouse (KVM) driver 114 receives keyboard, video and mouse input from each of the N clients 112 that are executing concurrently on host machine 110. Virtual KVM driver 114 transmits the received input to underlying hardware included in host machine 110 that interprets the input as if it was made

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by physical input devices directly connected to host machine 110, such as a universal serial bus (USB) keyboard and/or mouse.

Each VM may include a guest operating system (GOS) and one or more applications (APP). The guest operating systems may be a commodity operating system such as Microsoft Windows® or a specialized operating system designed specifically to work with virtualization software 111 (sometimes referred to as a “paravirtualized OS”). In one embodiment, virtualization software 111 resides on a physical data storage medium (not shown) forming part of host machine 110, whereas virtual disks (not shown) for each client virtual machine are mapped by virtualization software 111 to files that reside remotely or locally.

Network 116 may be any of a wide area network, a local area network, a wireless network, or the like. Remote machine 130 communicates with host machine 110 using the network 116 such that IO data may be communicated between remote machine 130 and host machine 110. An optional connection broker 120 may be disposed between remote machine 130 and host machine 110 to, for example, facilitate enhanced security features and/or provide customized connectivity options.

In the embodiments of the present invention described herein, remote machine 130 executes a remote desktop agent 132 that is configured to facilitate a remoting session with host machine 110. Throughout the remoting session, remote machine 130 receives video output data from host machine 110 and displays the video output data to a user of remote machine 130. Input data is collected at remote machine 130 and transmitted to host machine 110. Upon receipt, host machine 110 processes the input data and responds accordingly.

Various techniques to effectively interact with a mouse-and-keyboard based UI using a multi-touch surface are described herein. For purposes of illustration, in each of the examples described below in conjunction with FIGS. 2-9, the system of FIG. 1 in which remote machine 130 has established a remoting session with a client VM 112 executing within host machine 110 is employed.

FIG. 2 is a conceptual diagram of a method for enhancing the feedback of a mouse click made using a multi-touch surface, according to an embodiment of the present invention. As shown, remote machine 130 includes a physical button 202, a border area 204 and a multi-touch surface 206. Physical button 202 may be used as a power control button for remote machine 130. Border area 204 provides a separation between edges of remote machine 130 and multi-touch surface 206 so that, when remote machine 130 is held by a user, his or her hands do not mistakenly establish contact with multi-touch surface 206. Multi-touch surface 206 displays a UI 208 of an operating system executing on host machine 110, which includes a cursor 214.

A hand 220 of the user that interacts with remote machine 130 is also shown. Hand 220 may be used to establish contact with multi-touch surface 206, as depicted by a tap 230 made by using the index finger of hand 220. In the embodiments described herein, a tap 230 comprises establishing contact between a single finger of hand 220 and multi-touch surface 206, and then eliminating the contact within a predetermined threshold of time. For example, in a particular configuration, if the user presses his or her finger to the multi-touch surface 206 for half a second, and immediately releases his or her finger thereafter, then a tap 230 is established. When a tap 230 occurs, cursor 214 is relocated to the area of multi-touch surface 206 at which tap 230 occurs. Thus, the finger that established tap 230 covers

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cursor **214**, preventing the user from effectively determining whether the mouse relocation has occurred.

To cure this deficiency, a tap feedback animation **232**, in response to tap **230**, is displayed to the user. In one embodiment, tap feedback animation **232** displays a “pulse” animation that exudes circles of light. However, any animation technique known to those in the art may be used. Tap feedback mechanism **232** is overlaid, by remote machine **130**, onto UI **208**, such that video output data transmitted from host machine **110** does not include tap feedback mechanism **232**. Thus, tap feedback mechanism **232**—along with additional remote machine **130**-based UI elements described herein—may be customized independent to host machine **110**.

Advantageously, tap feedback mechanism **232** assists in communicating to the user that his or her tap **230** is acknowledged by remote machine **130** and/or host machine **110**, which eliminates a typical necessity for the user to closely review the UI **208** to determine whether his or her input was effectively processed by remote machine **130** and/or host machine **110**.

Cursor **214** is displayed, for example, when a virtual touch pad, which is described below, is overlaid onto UI **208**. In some embodiments, cursor **214** is not displayed. In such embodiments, a tap feedback animation **232**, in response to tap **230**, is displayed to the user to indicate to the user the location of his or her tap **230** and that his or her tap **230** is acknowledged by remote machine **130** and/or host machine **110**.

FIG. 3 is a conceptual diagram of a method for enhancing the feedback of a mouse left-click-and-hold made using a multi-touch surface, according to one embodiment of the present invention. As shown, a press-and-hold **302** is established by the user of remote machine **130**. In one embodiment, remote machine **130** identifies a press-and-hold **302** when a tap **230** exceeds the predetermined threshold of time as described above in conjunction with FIG. 2.

Upon identification of press-and-hold **302**, cursor **214** is relocated to the area of UI **208** at which press and hold **302** occurs, whereupon a first portion of press-and-hold feedback animation **304** is displayed to the user. After a predetermined amount of time has elapsed, a second portion of press-and-hold feedback animation **304** is displayed to the user. In one embodiment, the first portion of press-and-hold feedback animation **304** displays outward-directed, glowing pulses of light (illustrated in FIG. 3 as outward arrows), while the second portion of press-and-hold feedback animation **304** displays inward-directed, glowing pulses of light (illustrated in FIG. 3 as inward arrows). The press-and-hold feedback animation **304** repeats as long as press-and-hold **302** is maintained by the user. The user may terminate the press-and-hold **302** by releasing his or her finger from multi-touch surface **206**. Thus, press-and-hold feedback animation **304** effectively communicates to the user that his or her press-and-hold **302** to the multi-touch surface **206** is being continually processed by remote machine **130** and/or host machine **110**. The user may terminate the press-and-hold **302** by releasing his or her finger from the multi-touch surface **206**.

FIG. 4 is a conceptual diagram of a method for establishing a mouse right-click using a multi-touch surface, according to one embodiment of the present invention. As shown, a press-and-hold **302** is established by the user of remote machine **130**. Next, while maintaining press-and-hold **302**, the user establishes a tap **230** at an area nearby the location of press-and-hold **302**. When remote machine **130** recognizes the tap **230** while press-and-hold **302** is maintained, a

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mouse right-click command is directed from remote machine **130** to host machine **110**, as depicted by a context menu **404** that is subsequently displayed at the location of cursor **214** where press-and-hold **302** was established.

In an alternative embodiment, the user may perform a right-click command by establishing a first tap and a second tap within a predetermined threshold of time and at an offset that exceeds a predetermined threshold of distance. The predetermined threshold of time may be selected as a maximum of a one second delay between the first tap and the second tap. If the user establishes a first tap, but waits two seconds to perform the second tap, the cursor **214** is simply relocated twice, and no mouse right-click command is recognized by remote machine **130** and/or host machine **110**. If, however, the user establishes the first tap and the second tap within one second, the second tap is translated by remote machine **130** into a mouse right-click command that is established at the position within UI **208** at which the first tap occurred.

The predetermined threshold of distance is necessary to differentiate a mouse double-click and a mouse right-click. In one example, the minimum distance may be twenty pixels. More specifically, if the first tap and the second tap are recognized within the predetermined threshold of time, but are close in proximity (less than the threshold distance), a mouse double-click would be recognized instead of a mouse right-click. However, if the first tap and the second tap are recognized within the predetermined threshold of time, and are offset from one another by at least the threshold distance, a mouse right-click would be recognized as opposed to a mouse double-click.

FIGS. 5A and 5B are conceptual diagrams of a method for resizing a UI window using a multi-touch surface, according to one embodiment of the present invention. As shown, UI **208** includes a UI window **502** that is resizable by dragging a resize handle, which may be located at any corner or side of UI window **502**. To resize UI window **502** using multi-touch surface **206**, the user begins by establishing a press-and-hold **302**. As described above in FIG. 3, press-and-hold **302** causes a relocation of cursor **214**, whereupon press-and-hold feedback animation is displayed in the same area of UI **208** to which cursor **214** is relocated. However, if press-and-hold **302** remains established beyond a particular threshold of time, then a loupe **504**—which magnifies an area of UI **208** that the loupe **504** currently covers—is displayed to the user. As shown, since the loupe **504**—which, when moved by the user, correspondingly moves cursor **214**—is displayed over a resize handle of UI window **502**, cursor **214** is replaced by a resize tool **503**.

A resize handle **506** replaces loupe **504** when the user eliminates press-and-hold **302** while loupe **504** is displayed. Resize handle **506** represents a mouse left-click that is held on an (x,y) coordinate of UI **208** that lies beneath centerpoint **507** of resize handle **506**. Thus, in FIG. 5A, resize handle **506** indicates that UI window **502** is ready for resizing. In addition, the user may cancel resize handle **506** by establishing contact with any portion of UI **208** that does not fall within the boundaries of resize handle **506**.

Next, the user establishes a grab **508** by placing a single finger within the boundaries of resize handle **506**. Grab **508** is similar to a press-and-hold **302** in that the user is required to continually maintain contact with multi-touch surface **206**. When grab **508** is established, the user is permitted to drag resize handle **506** anywhere within the boundaries of UI **208**. Again, since resize handle **506** represents a mouse left-click press-and-hold, movement of resize handle **506** correspondingly resizes UI window **502**. When the user is



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satisfied with the resulting size of UI window **502**, he or she simply releases their finger from the screen, whereupon resize handle **506** is removed, and cursor **214** is reestablished at the position at which the resize ended.

FIG. **6** is a conceptual diagram of a method for maintaining visibility of a UI when auxiliary UI elements are overlaid onto the UI, according to one embodiment of the present invention. If the user simultaneously establishes three taps **230**, a virtual keyboard **608** is launched and overlaid onto UI **208**. As a way to maintain visibility of UI **208** when the three taps **230** are established, UI **208** is offset so that keyboard **608** does not, in any way, overlap UI **208**. Such a configuration is useful when, for example, the user taps a portion of UI **208** to provide text entry. Further, virtual keyboard **608** may be configured to appear at different portions of UI **208**, such as the left border, and UI **208** is offset accordingly.

FIG. **7** is a conceptual diagram of a method for scrolling content of a UI window using a multi-touch surface **206**, according to one embodiment of the invention. As shown, a UI window **702** is displayed within UI **208** and includes a scroll bar **704**, as known to those skilled in the art. Here, remote machine **130** is configured to initiate a scroll when two press-and-holds **302** are detected within an area of UI **208** that is scrollable—such as UI window area **706**. Remote machine **130** tracks any movement of press-and-holds **302** and correspondingly scrolls content displayed in UI window **702**. The remote machine **130** may be configured to scroll content upwards when press-and-holds **302** move downward across multi-touch surface **206**, or vice-versa. To provide the scrolling technique described herein, the press-and-holds **302** are received by remote **130** and translated into mouse scroll-up or mouse scroll-down commands, and routed to host machine **110** for processing.

FIG. **8** is a conceptual diagram of a method for controlling a mouse using a virtual touch pad, according to one embodiment of the invention. As shown, remote machine **130** overlays a virtual touch pad **802** onto UI **208**, where virtual touch pad **802** comprises a move handle **804**, a touch area **806**, a mouse left-click button **808**, and a mouse right-click button **810**. Virtual touch pad **802** may be configured to be semi-transparent so that any portion of UI **208** that lies beneath virtual touch pad **802** is not obstructed to the user. Handle **804** enables the user to adjust the location of virtual touch pad **802** within multi-touch surface **206**. For example, the user may establish a press-and-hold **302** within the boundaries of handle **804** and, while maintaining contact with multi-touch surface **206**, drag his or her finger to relocate handle **804**.

Touch area **806** may be used to control the location of cursor **214** within UI **208**. For example, if the user establishes a press-and-hold **302** within the boundaries of touch area **806** and, while maintaining contact with multi-touch surface **206**, drags his or her finger from left-to-right across touch area **806**, cursor **214** is relocated in a similar fashion, as depicted. To enhance the operability of virtual touch pad **802**, acceleration of movement across touch area **806** may be considered by remote machine **130**. More specifically, the user may increase the rate of movement of cursor **214** by, for example, flicking his or her finger across touch area **806**. In addition, touch area **806** may be configured to recognize taps **230** as mouse clicks.

Mouse left-click button **808** and mouse right-click button **810** may be used to perform mouse left-clicks and mouse right-clicks, respectively. For example, to perform a mouse left-click, the user would establish a tap **230** within the boundaries of mouse left-click button **808**. Similarly, to perform a mouse right click, the user would establish a tap

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**230** within the boundaries of mouse right-click button **810**. Mouse left-click button **808** and mouse right-click button **810** may also be reversed to provide operability to, for example, left-handed mouse users.

FIG. **9** is a conceptual diagram of a method for controlling video output of a remoting session to an external monitor, according to one embodiment of the invention. As-shown, a display device **902** and a display cable **904** are initially detached from remote machine **130**. Display device **902** may be any type of display device known to those in the art, such as a liquid crystal display (LCD) monitor, projector, plasma screen, or the like. Display cable **904** may be any type of display cable known to those in the art, such as a video graphics array (VGA) cable, digital visual interface (DVI) cable, high definition media interface (HDMI) cable, or the like, where one end of display cable **904** is compatible with an input to display device **902** and an opposing end is compatible with an output of remote machine **130**.

Remote machine **130** is configured to automatically detect when display cable **904** is connected to remote machine **130**. In response to the connection, remote machine **130** automatically displays a preferences menu **906** within UI **208**, which enables the user to select a video output setting for the current remoting session including, but not limited to “minor entire screen,” “mirror remote desktop screen,” and “do not mirror anything.” If the user selects “minor entire screen,” then remote machine **130** displays UI **208** and any UI elements that are overlaid onto the UI **208** by remote machine **130**—such as press-and-hold animations **304**. If the user selects “mirror remote desktop screen,” then remote machine **130** only displays UI **208** on display device **902**, and hides any such overlaid UI elements. Or, the user may opt to prevent display device **902** from displaying any video output data by selecting “do not mirror anything,” which is useful when, for example, the user is preparing to display a presentation using UI **208** on display **902**.

In the example shown in FIG. **9**, the user selects the “minor entire screen” output setting by establishing a tap **230** over the corresponding UI element included in preferences menu **906**. In turn, display device **902** displays UI **908** which, as shown, includes UI elements overlaid onto UI **208** by remote machine **130**, such as virtual touch pad **802**.

Upon selection of a video output setting included in preferences menu **906**, remote machine **130** shrinks preferences menu **906** into a hidden menu **910**. To perform a subsequent modification of the video output settings, the user simply performs a tap **230** within the boundaries of hidden menu **910** to display the preferences menu **906**, whereupon he or she may select another video output setting.

FIG. **10** is a flow diagram of method steps **1000** for transmitting and receiving remoting data between a multi-touch based remote machine and a mouse-and-keyboard based host machine, according to one embodiment of the present invention. Although the method steps are described in conjunction with the systems for FIGS. **1-9**, persons skilled in the art will understand that any system configured to perform the method steps, in any order, is within the scope of the invention.

The method **1000** begins at step **1002**, where remote machine **130** identifies one or more touch inputs made to multi-touch surface **206**.

At step **1004**, remote machine **130** translates the one or more touch inputs to a mouse-based command and/or a keyboard-based command. In one embodiment, remote machine **130** maintains a database that includes one or more predefined touch inputs, each with a corresponding mouse-

based command and/or keyboard based command. For example, a two touch inputs that imply a mouse right-click, as described above in FIG. 3, would correspond to a mouse-right click command. In another example, two press-and-hold touch inputs that move in a downward direction would correspond to a mouse wheel scroll-down command.

At step 1006, remote machine 130 routes the mouse and/or keyboard commands to the host machine 110. As described herein, remote machine 130 communicates with host machine 110 using network 116, and may route such mouse and/or keyboard commands by including each in network packets that are addressed to host machine 110.

At step 1008, remote machine 130 receives, from host machine 110, a response that includes video output data and an optional set of commands. In one embodiment, host machine 110 is configured to only output video data only when UI 208 is updated, thereby reducing the amount of data transmitted over network 116 and resultantly increasing bandwidth.

At step 1010, remote machine 130 processes the optional set of commands. In one embodiment, the optional set of commands cause remote machine 130 to perform specific tasks. For example, host machine 110 could identify that the user selects a text input field located in a window UI included in UI 208 and include this information in the optional set of commands. Upon receipt of the optional set of commands, remote 130 would automatically initialize and display virtual keyboard 608 so that the user could easily provide textual input to the text input field.

At step 1012, remote machine 130 updates the video displayed on multi-touch surface 206. In the example described above in step 1010, remote machine 130 would configure multi-touch surface to display virtual keyboard 608 overlaid onto a most up-to-date UI 208.

As described herein, the method 1000 enables remotings sessions between remote machine 130 and host machine 110 to be highly configurable in order to support enhanced multi-touch based input to a mouse-and-keyboard based UI. The aforementioned database may be updated to support new gestures that perform particular mouse and/or keyboard based commands. In addition, the optional set of commands may be enhanced to reduce input requirements at the remote 130, thereby increasing the productivity of the remotings session and providing a better overall experience to the user.

The various embodiments described herein may employ various computer-implemented operations involving data stored in computer systems. For example, these operations may require physical manipulation of physical quantities—usually, though not necessarily, these quantities may take the form of electrical or magnetic signals, where they or representations of them are capable of being stored, transferred, combined, compared, or otherwise manipulated. Further, such manipulations are often referred to in terms, such as producing, identifying, determining, or comparing. Any operations described herein that form part of one or more embodiments of the invention may be useful machine operations. In addition, one or more embodiments of the invention also relate to a device or an apparatus for performing these operations. The apparatus may be specially constructed for specific required purposes, or it may be a general purpose computer selectively activated or configured by a computer program stored in the computer. In particular, various general purpose machines may be used with computer programs written in accordance with the teachings herein, or it may be more convenient to construct a more specialized apparatus to perform the required operations.

The various embodiments described herein may be practiced with other computer system configurations including hand-held devices, microprocessor systems, microprocessor-based or programmable consumer electronics, minicomputers, mainframe computers, and the like.

One or more embodiments of the present invention may be implemented as one or more computer programs or as one or more computer program modules embodied in one or more computer readable media. The term computer readable medium refers to any data storage device that can store data which can thereafter be input to a computer system—computer readable media may be based on any existing or subsequently developed technology for embodying computer programs in a manner that enables them to be read by a computer. Examples of a computer readable medium include a hard drive, network attached storage (NAS), read-only memory, random-access memory (e.g., a flash memory device), a CD (Compact Discs)—CD-ROM, a CD-R, or a CD-RW, a DVD (Digital Versatile Disc), a magnetic tape, and other optical and non-optical data storage devices. The computer readable medium can also be distributed over a network coupled computer system so that the computer readable code is stored and executed in a distributed fashion.

Although one or more embodiments of the present invention have been described in some detail for clarity of understanding, it will be apparent that certain changes and modifications may be made within the scope of the claims. Accordingly, the described embodiments are to be considered as illustrative and not restrictive, and the scope of the claims is not to be limited to details given herein, but may be modified within the scope and equivalents of the claims. In the claims, elements and/or steps do not imply any particular order of operation, unless explicitly stated in the claims.

Virtualization systems in accordance with the various embodiments, may be implemented as hosted embodiments, non-hosted embodiments or as embodiments that tend to blur distinctions between the two, are all envisioned. Furthermore, various virtualization operations may be wholly or partially implemented in hardware. For example, a hardware implementation may employ a look-up table for modification of storage access requests to secure non-disk data.

Many variations, modifications, additions, and improvements are possible, regardless the degree of virtualization. The virtualization software can therefore include components of a host, console, or guest operating system that performs virtualization functions. Plural instances may be provided for components, operations or structures described herein as a single instance. Finally, boundaries between various components, operations and data stores are somewhat arbitrary, and particular operations are illustrated in the context of specific illustrative configurations. Other allocations of functionality are envisioned and may fall within the scope of the invention(s). In general, structures and functionality presented as separate components in exemplary configurations may be implemented as a combined structure or component. Similarly, structures and functionality presented as a single component may be implemented as separate components. These and other variations, modifications, additions, and improvements may fall within the scope of the appended claims(s).

We claim:

1. A computing device comprising:  
a touch screen displaying a graphical user interface (GUI); and

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a processing unit programmed to recognize gestures made on the touch screen and execute, in response thereto, a process associated with the gestures, wherein the gestures include:

a press-and-hold that exceeds a predetermined amount of time,

an elimination of the press-and-hold, and

an establishment of a grab within a resize handle of a window of the GUI and a drag that causes a resizing of the window,

wherein the press-and-hold causes a first portion of animation to be displayed and, after the predetermined amount of time, a loupe and a second portion of animation to be displayed, and

wherein the elimination of the press-and-hold while the loupe is displayed over the resize handle causes a resize tool to replace the loupe.

2. The device of claim 1, wherein the first portion of animation is a pulse animation.

3. The device of claim 1, wherein the touch screen further displays a virtual touch pad for controlling a cursor that is overlaid on the GUI.

4. A client computing device interacting with a server for a remoting session, comprising:

a touch screen displaying an image of a user interface generated by the server; and

a processing unit programmed to recognize gestures made on the touch screen and execute, in response thereto, a process associated with the gestures that is executed locally on the client and not at the server,

wherein the gestures include:

a press-and-hold that exceeds a predetermined amount of time,

an elimination of the press-and-hold, and

an establishment of a grab within a resize handle of a window of the GUI and a drag that causes a resizing of the window,

wherein the press-and-hold causes a first portion of animation to be displayed and, after the predeter-

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mined amount of time, a loupe and a second portion of animation to be displayed, and

wherein the elimination of the press-and-hold while the loupe is displayed over the resize handle causes a resize tool to replace the loupe.

5. The device of claim 4, wherein the gestures are made within boundaries of the image.

6. The device of claim 4, wherein the animation is a pulse animation.

7. A method for recognizing a gesture on a touch screen, comprising:

displaying an image of a graphical user interface (GUI) on the touch screen;

recognizing, with a processing unit, a gesture made on the touch screen; and

executing a process associated with the recognized gesture,

wherein the gestures include:

a press-and-hold that exceeds a predetermined amount of time,

an elimination of the press-and-hold, and

an establishment of a grab within a resize handle of a window of the GUI and a drag that causes a resizing of the window,

wherein the press-and-hold causes a first portion of animation to be displayed and, after the predetermined amount of time, a loupe and a second portion of animation to be displayed, and

wherein the elimination of the press-and-hold while the loupe is displayed over the resize handle causes a resize tool to replace the loupe.

8. The method of claim 7, wherein the animation is a pulse animation.

9. The method of claim 7, wherein the touch screen further displays a virtual touch pad for controlling a cursor that is overlaid on the GUI.

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